

IN THE CLAIMS:

Please amend claim 7 as follows:

1. (Cancelled)

2. (Previously Presented) A game apparatus for use with a media file reading and display apparatus operable by wireless signals through a wireless signal receiver, said game apparatus comprising:

at least two wireless signal transmitter units for producing infrared wireless signals in response to user inputs entered into the wireless signal transmitter units via single-step actuation of the wireless signal transmitter units, said infrared wireless signals each including a comparison code and an operational code, wherein the infrared wireless signals produced by the wireless signal transmitter units are not indicative of signals ordinarily processed by the media file reading and display apparatus during operation of the media file reading and display apparatus; and

means for resolving near simultaneous operation of said wireless signal transmitter units contained in each of the wireless transmitter units, the means for resolving including means for initially receiving the comparison codes

without receiving the operational codes of the infrared wireless signals produced by the wireless signal transmitter units wherein at least a first unit of the at least two wireless signal transmitter units is determined by reference to the initially received comparison codes, the infrared wireless signals produced by the each of the at least two wireless signal transmitter units being different; and

means for automatically transmitting only the operational code of the infrared wireless signal produced by the determined first unit upon determination of the first unit wherein processing of the operational code by the media file reading and display apparatus enables a direct selection and display of a media file via imposed offset addressing wherein the direct selection and display of the media file is indicative of a game option being made during game play without a further user input being required.

3. (Cancelled)

4. (Previously Presented) The game apparatus as claimed in claim 3, wherein the wireless transmitter units include remote controls for a digital video machine.

5. (Previously Presented) The game apparatus as claimed in claim 2, wherein the means for resolving halt any further transmission by units other than the first unit producing a first transmission.

6. (Cancelled)

7. (Currently Amended) A method of providing interactive multiplayer game play or entertainment with remote controls, said remote controls being adapted to produce infrared wireless signals in response to user inputs entered into the remote controls via single-step actuation of the remote controls, each of the infrared wireless signals having a comparison code and an associated operational code, the method comprising the steps of:

(i) initially transmitting the comparison codes of the infrared wireless signals produced by the remote controls without the associated operational codes;

(ii) determining a first remote control that has been operated by reference to the transmitted comparison codes; and

(iii) automatically allowing transmission of only the operational code associated with the comparison code produced by the first remote control upon determination of the first remote control;

~~whereby, the transmitted operational code associated with the comparison code is adapted for processing to control game play of the interactive multiplayer game~~

the operational code of the first remote control being processed by a media file reading and display apparatus to enable selection and display of a media file via imposed offset addressing, the media file being indicative of a game option being made during game play.

8-9. (Cancelled)

10. (Previously Presented) The game apparatus as claimed in claim 2, further comprising

a media containing apparatus containing a media file having programming instructions to control movement of a media file reader through the media file upon receipt of instructions from a controller;

said media file directing and programming the media file reader to alternative memory locations in the media file to display screen images to construct interactive game and controlling responses of the media file reader to signals from the controller; and

the programming instructions are effected by reference to the operational code of the infrared wireless signal transmitted from the first unit.

11. (Previously Presented) The game apparatus as claimed in claim 4, further comprising

a media containing apparatus containing a media file having programming instructions to control movement of a media file reader through the media file upon receipt of instructions from a controller;

said media file directing and programming the media file reader to alternative memory locations in the media file to display screen images to construct interactive game and controlling responses of the media file reader to signals from the controller; and

the programming instructions are effected by reference to the operational code of the infrared wireless signal transmitted from the first unit.

12. (Previously Presented) The game apparatus as claimed in claim 5, further comprising

a media containing apparatus containing a media file having programming instructions to control movement of a media file reader through the media file upon receipt of instructions from a controller;

said media file directing and programming the media file reader to alternative memory locations in the media file to display screen images to construct interactive game and controlling responses of the media file reader to signals from the controller; and

the programming instructions are effected by reference to the operational code of the infrared wireless signal transmitted from the first unit.

13. (Previously Presented) The game apparatus as claimed in claim 2, further comprising

a programmed digital video disc for use with interactive games on a DVD player, said video disc includes

a plurality of video files at specified locations; and

the video files also containing instructions to alter an address location memorized in the DVD player such that a sequential determination of a subsequent address location that the DVD player moves to is other than a subsequent physical address location on the disc;

said instructions are effected by reference to the operational code of the infrared wireless signal transmitted from the first unit.

14. (Previously Presented) The game apparatus as claimed in claim 4, further comprising

a programmed digital video disc for use with interactive games on a DVD player, said video disc includes

a plurality of video files at specified locations; and

the video files also containing instructions to alter an address location memorized in the DVD player such that a sequential determination of a subsequent address location that the DVD player moves to is other than a subsequent physical address location on the disc;

said instructions are effected by reference to the operational code of the infrared wireless signal transmitted from the first unit.

15. (Previously Presented) The game apparatus as claimed in claim 5, further comprising

a programmed digital video disc for use with interactive games on a DVD player, said video disc includes

a plurality of video files at specified locations; and

the video files also containing instructions to alter an address location memorized in the DVD player such that a sequential determination of a subsequent address location that the DVD player moves to is other than a subsequent physical address location on the disc;

said instructions are effected by reference to the operational code of the infrared wireless signal transmitted from the first unit.

16. (Previously Presented) The game apparatus as claimed in claim 2, further comprising

an interactive game system for use with a DVD player, said game system includes

a disc containing a plurality of video files and address instructions to alter and address location the DVD player holds in memory so as to alter a next sequential address location to which the DVD player would normally address;

at least one remote control having a plurality of outputs to further alter the address location which the DVD player subsequently plays; and

said at least one remote control includes the first unit.

17. (Previously Presented) The game apparatus as claimed in claim 2,
further comprising

an interactive game system for use with a DVD player, said game
system includes

a disc containing a plurality of video files and address instructions to
alter and address location the DVD player holds in memory so as to alter a next
sequential address location to which the DVD player would normally address;

at least one remote control having a plurality of outputs to further alter
the address location which the DVD player subsequently plays; and

said at least one remote control includes the first unit.

18. (Previously Presented) The game apparatus as claimed in claim 2,
further comprising

an interactive game system for use with a DVD player, said game
system includes

a disc containing a plurality of video files and address instructions to
alter and address location the DVD player holds in memory so as to alter a next
sequential address location to which the DVD player would normally address;

at least one remote control having a plurality of outputs to further alter the address location which the DVD player subsequently plays; and
said at least one remote control includes the first unit.